

ABSTRACT

Techniques for converting and executing applications. The techniques include receiving run-time code generated from a converted design-time representation of an application, wherein the converted design-time representation of the application is generated from an original design-time representation of the application developed for use in a first run-time environment for executing applications developed in a first design-time environment, the first design-time environment using a first programming model comprising one or more first model elements including screens and processing logic for each screen, and wherein the converted design-time representation of the application is for use in a second run-time environment for executing applications developed in a second design-time environment, the second design-time environment using a second programming model comprising one or more second model elements including models, views, and controllers; and executing the run-time code in the second run-time environment using an adapter to interface with the first run-time environment.

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